Clothmaker
Tags: General
Max SR 2   **Timing** Pre-play
Check None
Target Self   **Cost:** Fate 1
Range   Close **Limit** –
SR1: You may use this skill if your sub class is Bowyer, Fuller, Tailor, Leatherworker, or Seamstress. You receive one basic item that has the [Light Armor] [Cloak] [Boots] [Whip] or [Bag] tag with an IR no greater than your CR –2 (Minimum 1).
SR2: You can receive an item with an IR up to your CR.
Connection: Merchant, Farmer, or Maid. Reduce the Fate cost of this skill to 1

Woodcraft
Tags: General
Max SR 2   **Timing** Pre-play
Check None
Target Self   **Cost:** Fate 2
Range   Close **Limit** –
SR1: You may use this skill if your sub class is Woodworker or Instrument Craftsman. You receive one basic item that has the [Bow] [Staff] or [Instrument] tag with an IR no greater than your CR–2 (minimum 1).
SR2: You receive an item with an IR up to your CR.
Connection: Craftsman, Carpenter, or Bowyer. Reduce the Fate cost of this skill to 1.

Forge
Tags: General
Max SR 2   **Timing** Pre-play
Check None
Target Self   **Cost:** Fate 2
Range   Close **Limit** –
SR1: You may use this skill if your sub class is Blacksmith, Weaponsmith, Armorer, or Machinist. You receive one basic item that has the [Armor] [Blade] [Shield] or [Helm] tag with an IR no greater than your CR-2 (minimum 1).
SR2: You receive an item with an IR up to your CR.
Connection: Craftsman, Carpenter, or Bowyer. Reduce the Fate cost of this skill to 1.
Note: If you have both the Woodcraft and Forger Sub Classes you can also receive a basic item that has the [Spear] [Hafted] [Throwing]

Jeweler
Tags: General
Max SR 2   **Timing** Pre-play
Check None
Target Self   **Cost:** Fate 2
Range   Close **Limit** –
SR1: You may use this skill if your sub class is Artisan, Woodworker, Jeweler, Connoisseur, or Forger. You receive one basic item that has the [Accessory] tag but does not have the [Magic Stone] tag, with an IR no greater than your CR–2 (minimum 1).
SR2: You receive an item with an IR up to your CR.
Connection: Artist, Noble, Idol, and Princess. Reduce the Fate cost of this skill to 1.

Super Star
Tags: General
Max SR 1   **Timing** Pre-play
Check None
Target Self   **Cost:** –
Range   Close **Limit** –
SR1: You may use this skill if your sub class is Idol, Acrobat, or Demon Lord. You may make one roll on the [Treasure Table: Valuable]. Foe each Connection you have, you gain a +1 bonus to this roll (Maximum +10)
SR2: You can receive an item with an IR up to your CR.
Connection: Merchant, Farmer, or Maid. Reduce the Fate cost of this skill to 1

Spray Potion
Tags: Combat
Max SR 1   **Timing** Major
Check None
Target Self   **Cost:** Hate 1
Range   Close **Limit** –
You may immediately use one [Medicine] item with [Target: Single/Range: 4sq]
Hate 1 + Fate 1: Change target to [Target: Area (P)

Masterpiece

Tags: General
Max SR 1   **Timing** Rest Time
Check None
Target Self **Cost:** –
Range   Close **Limit** 1/Scenario
You may use this skill if your sub class is Painter, Novelist, Glassblower, Cartographer, Counterfeiter, or Connoisseur. One item of your choice from your inventory acquires the [Extra Value n] tag. Make one roll on [Treasure Table: Money]; the rating of [Extra Value n] is equal to the amount of money rolled. When selling the item, increase the selling price of that item by the rating.

High Feeding
Tags: General, Preparation
Max SR 1   **Timing** Rest Time
Check None
Target Self **Cost:** –
Range   Close **Limit** 1/Scenario
You may use this skill if your sub class is Food Fighter or Chef. When you receive the effect of [Food] items, reduce your [Fatigue] by an additional –[5 + (Recovery)]. This effect lasts until the end of the scene.

(CR11): Reduce your [Fatigue] by an additional –10.
(CR21): Reduce your [Fatigue] by an additional –10.

Apprenticeship
Tags: General
Max SR 1   **Timing** Constant
Check None
Target Self **Cost:** –
Range   Close **Limit** –
This skill only produces an effect if your sub class is Apprentice. You are able to use any skill you have already acquired that requires you to have a sub class other than Apprentice in order to use. However, with each use you must spend an additional 2 Fate Points.

Connection (Sub Class Required by the Skill)**:** Reduce the additional Fate Point cost of this skill by 1.

Exploration
Tags: General
Max SR 1   **Timing** Main Process
Check Opposed (Athletics/7)

Target Self **Cost:** –
Range   –   **Limit** 1/Scene
You may use this skill if your subclass is: Explorer, Hunter, or Frontier Guard.
You may move the party marker 1 sq.
[Result: 13] You may move the marker 1 additional square.
[Result: 17] You may move the marker 1 additional square.

Recover Stamina
Tags: General
Max SR 1   **Timing** Main Process
Check Opposed (Operate vs. Knowledge/10)
Target Self **Cost:** –
Range   Close **Limit** 3/Scenario
You may use this skill if your subclass is: Devotee, Healer, or Survivor.
Choose one member of your party, and remove one Exhaustion Counter from them.

Scouting
Tags: General
Max SR 1   **Timing** Main Process
Check Opposed (Athletics/7)
Target Self **Cost:** –
Range   –   **Limit** 1/Scene
You may use this skill if your subclass is: Scout, Trapper, or Tracker. The next time someone makes an Exploration check, they gain a +1D bonus to the check.

Long Shot
Tags: Combat, Ranged Attack
Max SR 1   **Timing** Major
Check Opposed (Accuracy vs. Evasion)
Target Single   **Cost:** –
Range   Refer **Limit** 1/Scene
You may use this skill if your subclass is: Nomad or Hitman. Your weapon range is increased by +2 sq. and gain a +1D bonus to [Hit Checks].

Final Blow
Tags: Combat, Ranged Attack
Max SR 3   **Timing** Before Damage
Check None
Target Self **Cost:** –
Range   Close **Limit** [SR]/Scenario

You may use this skill if your subclass is: Executioner, Avenger, or Berserker. The target of your attack gains [Confused] if Avenger, [Staggered] if Executioner, [Dazed] if Berserker. If you inflict damage with this attack the also gain [Confused].

Noble Aura
Tags: General
Max SR 1   **Timing** Before Check
Check None
Target Self   **Cost:** –
Range   Close **Limit** 1/scene
You may use this skill if your subclass is: Noble, Courtesan, or Feudal Lord. You gain a +1D bonus to [Negotiation].

Weak Point
Tags: Combat, Auto
Max SR 1   **Timing** Setup
Check Automatic
Target Refer   **Cost:** –
Range   Refer **Limit** –
You may use this skill if your subclass is: Commander, General, or Captain. The target enemy is [Identified] and has [Pursuit: (Base Int)].

Table Turning
Tags: General
Max SR 1   **Timing** After Check
Check Automatic
Target Self   **Cost:** –
Range   20 sq. **Limit** 1/Scenario
You may use this skill if your subclass is: Gambler, Negotiator, or Tactician. Use this skill when you and the target make an Opposed Check. Exchange all the dice you rolled with all dice the target rolled in order to determine both parties new achievement values, as well as who wins and who loses.

Miscellanery Maker
Tags: General
Max SR 2   **Timing** Pre–play
Check None
Target Self   **Cost:** Fate 1
Range   Close **Limit** –
You may use this skill if your subclass is: Artificer or Rune Master. You receive one basic item that has the [Charm] or [Miscellaneous] tag with an IR no greater than your CR –2 (Minimum 1).

Connection: Craftsman, Collector, Magician. Reduce the Fate cost of this skill by 1.

Inspiration
Tags: General
Max SR 1   **Timing** Main Process
Check Opposed (Athletics/7)
Target Self **Cost:** –
Range   –   **Limit** 1/Scenario
You may use this skill if your subclass is: Librarian, Fortune Teller, Astrologist, or Scholar. You may ask the GM a question that the answer is "Yes", "No", or "No Answer". If the GM gives "No Answer" you gain +2 bonus to all your rolls for the next scene. If the player asks an obvious question they take –2 penalty to all rolls for the next scene and "No Answer" is the default choice, but GM may still answer.

Good Sailor
Tags: Combat
Max SR 1   **Timing** Constant
Check None
Target Self **Cost:** –
Range   Close **Limit** –
This skill only produces an effect if your subclass is: Admiral, Viking, Sailor, or Pirate. You get the [Aquatic] tag. If the character attacks a target with the [Aquatic] tag it deals an additional +10 damage.
[CR11] The damage is +15.
[CR21] The damage is +20.

Animal Tamer
Tags: General
Max SR 2   **Timing** Pre-play
Check None
Target Self **Cost:** Fate 1
Range   Close **Limit** –
SR1: You may use this skill if your subclass is: Officer or Animal Trainer. You receive one basic item that has the [Summon] tag with an IR no greater than your CR –2 (Minimum 1).
SR2: Available IR is equal to CR or less.
Connection: Noble, Farmer, Knight, Coachman, Mercenary, Sheriff. Reduce

the Fate cost of this skill by 1.

Duel Battle
Tags: Combat
Max SR 1   **Timing** Setup
Check Automatic
Target Single   **Cost:** Hate 1
Range   6 sq.   **Limit** 1/Scenario
You may use this skill if your subclass is: Champion, Duelist, or Gladiator. If you are a not [Hidden] you give the target the [Combat] tag. If you attack the target with the [Battle] tag you gain a +5 to the [Hit Check]. This effect lasts until the end of the Scene.
CR21] the bonus is +15.

Trap Jack
Tags: General
Max SR 1   **Timing** Instant
Check Automatic
Target Single   **Cost:** Fate 1
Range   Close **Limit** 1/Scene
You may use this skill if your sub class is Trapper, Machinist, Carpenter, or Hunter. In the [Identified] status a [Gimmick] you target can instantly perform their [Timing: Major] action once.

Swear-by-Sword
Tags: Combat, Preparation
Max SR 1   **Timing** Setup
Check Automatic
Target Single   **Cost:** –
Range   Close **Limit** 1/Scenario
You may use this skill if your subclass is: Hero, Knight, or Martial Artist. You choose a willing ally to protect. When you use "Protect" it changes to [Range: 1 sq.] It can also be used [After-Action]. This effect ends with the scenario.

Quick Delivery
Tags: General
Max SR 1   **Timing** Instant
Check None

Target Single   **Cost:** –
Range   6 sq.   **Limit** –
You may use this skill if your subclass is Deliveryman, Courier, or Coachman.
From your [Inventory Slot] you may transfer one object to an ally.

Ruaringer's Battle
Tags: Combat
Max SR 1   **Timing** Before Check
Check Automatic
Target Single   **Cost:** –
Range   20 sq. **Limit** 1/Scenario
You may use this skill if your subclass is: Demon Lord or Prostitute. If you
have an Opposed check using [Negotiation] your target gains [Affliction].
The target gains the [Confused] bad status.

Energy Drain
Tags: Special Attack
Max SR 1   **Timing** Major
Check Opposed (Accuracy vs. Resistance)
Target Single   **Cost:** Hate 1
Range   Close **Limit** –
You may use this skill if your subclass is: Vampire or Cursed Blade. Target
gains [Weakness] and you gain [Barrier]. The strength of both is your [STR
x2]. The target becomes [Decay: (STR)] and [Rigor].

Healing Prayer
Tags: Combat
Max SR 1   **Timing** Instant
Check None
Target Single   **Cost:** –
Range   Close **Limit** 1/Scenario
You may use this skill if your subclass is: War Priest, Believer, Healer,
Medicine Woman, or Doctor. You give [(Base POW x2) + Resilience] of
[Recovery] to your target.

Enable Valuable Eyes
Tags: General, Scout
Max SR 1   **Timing** Briefing
Check Opposed (Perception / difficulty +2)
Target Refer   **Cost:** –
Range   Refer **Limit** 1/Scenario
You may use this skill if your subclass is: Detective, Spy, or Diviner. If the PC
accurately choose a creature that appears in the next Scene, that creature is

Identified, and obtain all information on it. If they choose an enemy that is not present, the ability is not considered used.

Wheeler Dealer
Tags: Combat
Max SR 1   **Timing** Pre-play
Check None
Target Self **Cost:** –
Range   Close **Limit** 1/Scenario
You may use this skill if your subclass is: Salesman, Trader, Lawyer, or Accountant. If you are not in battle, any time you receive a +2 bonus to [Negotiation]. Also, you cannot be [Confused] or [Charm]. This effect lasts until battle starts or scene ends.

Gangster War
Tags: General, Special Attack
Max SR 1   **Timing** Major
Check Opposed (Accuracy vs. Evasion)
Target Single   **Cost:** Hate 2
Range   Close **Limit** 1/Scenario
You may use this skill if your subclass is: Outlaw, Brigand, or Rogue. Deal [(Attack Power) +2D] physical damage. If the attack is successful, target you can roll on the [Drop] of the monster as if he was defeated. If your attack fails, your [Hate] increases by +1.

Wolf Rider
Tags: General
Max SR 1   **Timing** Instant
Check None
Target Self **Cost:** –
Range   Close **Limit** –
You may use this skill if your subclass is: Mercenary or Outrider. You gain the tag [Cavalry], and you can [Ride: Giant Wolf] in combat. You gain access to the EX power "Wild Stamp".

Wild Stamp
Tags: EX
Max SR 1   **Timing** Clean Up
Check Automatic
Target Single   **Cost:** –
Range   Close **Limit** –
If you deal at least 1 point of damage during this round, the target gains [Rigor].

Dispense Poison

Tags: General
Max SR 1   **Timing** Pre-play
Check None
Target Self   **Cost:** –
Range   Close   **Limit** –
You may use this skill if your sub class is Poison-User or Alchemist. You receive two items that do not exceed an Item Rank you can use that have the [Toxin] tag.

(Connection: Freeman, Hitman, Pharmacist, Outlaw): You receive three items instead of two.

Pharmacist
Tags: General
Max SR 1   **Timing** Pre-play
Check None
Target Self   **Cost:** –
Range   Close   **Limit** –
You may use this skill if your sub class is Herbalist or Pharmacist. You receive two items that do not exceed an Item Rank you can use that have the [Medicine] tag.

(Connection: Artist, Alchemist, Doctor, Forager): You receive three items instead of two.
Cooking
Tags: General
Max SR 1   **Timing** Pre-play
Check None
Target Self   **Cost:** –
Range   Close   **Limit** –
You may use this skill if your sub class is Chef, Maid, or Wife/Husband. You receive two items that do not exceed an Item Rank you can use that have the [Food] tag.

(Connection: Merchant, Farmer, Housekeeper): You receive three items instead of two.

Scribe Scroll
Tags: General
Max SR 1   **Timing** Pre-play
Check None
Target Self   **Cost:** –
Range   Close   **Limit** –
You may use this skill if your sub class is Scribe, Arcanist, or Spellthief. You receive two items that do not exceed an Item Rank you can use that have the

[Scroll] tag.

(Connection: Librarian, Scholar, Apprentice): You receive three items instead of two.

Imbue
Tags: General
Max SR 1   **Timing** Pre–play
Check None
Target Self   **Cost:** –
Range   Close **Limit** –
You may use this skill if your subclass is Gemsmith or Devotee. You receive two items that do not exceed an Item Rank you can use that have the [Gem] tag.

(Connection: Artist, Arcanist, Miner): You receive three items instead of two.

Material Gatherer
Tags: General
Max SR 1   **Timing** Pre–play
Check None
Target Self   **Cost:** –
Range   Close **Limit** –
You may use this skill if your subclass is: Forager, Miner, Farmer, Gardener, or Fisherman. You may make one roll on [Treasure Table: Magic Reagents].

(Connection: Florist, Trader, Cartographer): You gain a +4 bonus to the roll.

(Connection: Explorer, Alchemist, Hunter): You gain a +4 bonus to the roll.

Hybrid Archetype
Tags: General
Max SR 1   **Timing** Pre–play
Check None
Target Self   **Cost:** –
Range   Close **Limit** –
You may use this skill if your sub class is War Priest, Spellblade,

Necromancer, Diva, or Holy Warrior. You may get skills from another Archetype or boost certain skills.

Diva – Any Class other than Bard can use [Instrument] skills from the Bard, but they must choose a skill from your Class to trade for it.

Holy Warrior – Warrior Archetypes can get Healer skills

Necromancer – Healer Archetypes spells that recover [HP] recover –1D, and spells that deal damage gain a +1D. Summoners can only Servant Summon [Undead], but you receive one basic item that has the [Summon] tag with an IR no greater than your CR –2 (Minimum 1).

Spellblade – Sorcerers can take Warrior Skills

War Priest – Healer Archetypes can get Warrior skills

Judgment Blade
Tags: Combat, Holy, Magic Attack
Max SR 3   **Timing** Major
Check Automatic
Target Single   **Cost:** Hate 3
Range   Close **Limit** –
You may use this skill if your subclass is: Exorcist or Templar. Deal (Magical Power or Attack Power) + (SR)D].

(Effect :) Targets with the [Undead] tag take (Magic Power or Attack Power) x2.

(Fate 1:) You can change target to [Wide (1)] centered on you.

Headhunter
Tags: Combat, Special Attack
Max SR 3   **Timing** Before Damage
Check Automatic
Target Single   **Cost:** Hate 2
Range   Close **Limit** –
You may use this skill if your subclass is: Bounty Hunter or Slayer. Pick an enemy tag like [Goblin], [Giant], or [Undead]. Reduce the target's Physical Defense (Physical Damage dealt) or Magical Defense (Magical Damage

dealt)by [SRx3].

Subclass Special Items

Demon Lord
Fake Horns (Rank 1) [Accessory] / [Helm] / Magical Defense 1 / 80G
Horror Mantle (Rank 6) [Accessory] / [Cloak] Magical Defense 4 / 120G
Demon Lord Armor (Rank 5) [Light Armor] / Physical Defense 15 / Magical Defense 10 / 250G

Machinist
Barrier Coat (Rank 1) [Accessory] [Cloak] / Physical Defense 1 / Magical Defense 1 / 80G
Data Scope (Rank 1) [Accessory] / [Helm] / Magical Defense 4 / 100G
Self–Destruct Device (Rank 1) [Gem] / [Consumable] / Timing: Major / Target (Area) (All) / Range: Close / Check: Automatic / 30g